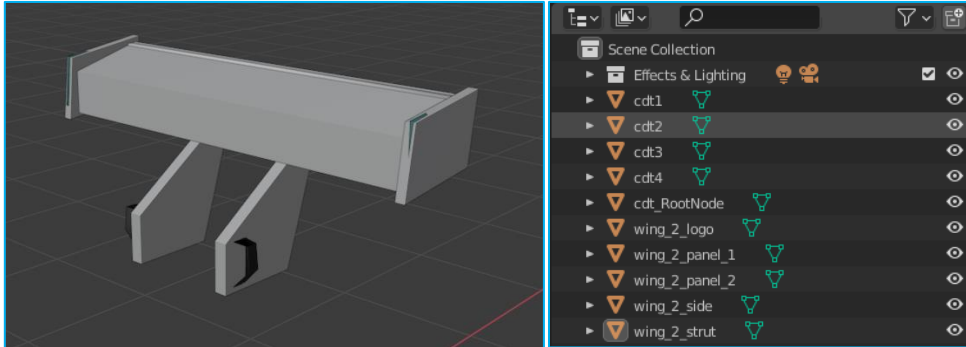


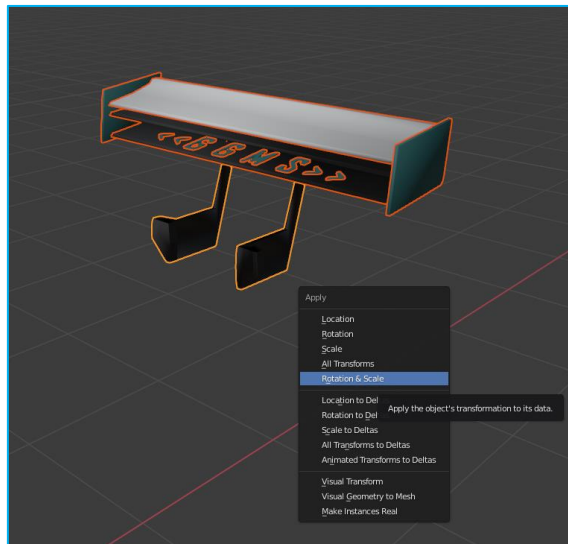
Export custom model from blender to Snowrunner:

Part 1: Blender

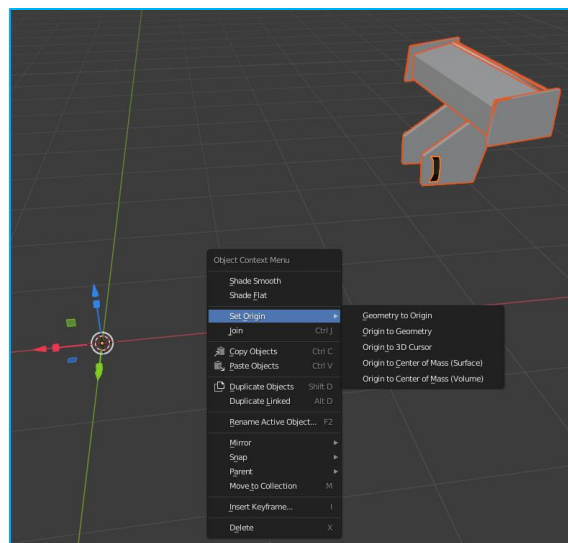
Make sure you have a collision mesh set up (a simple shape version of your model, eg cubes, rectangles etc that roughly mimics the shape of your model). Your model will only work in snowrunner from blender if use the cdt naming scheme like below (cdt_RootNode is required, any others need to start with cdt)



To make sure all of your scales are set to 1, select all (press a) and then in object mode press Ctrl + A and select rotation and scale:

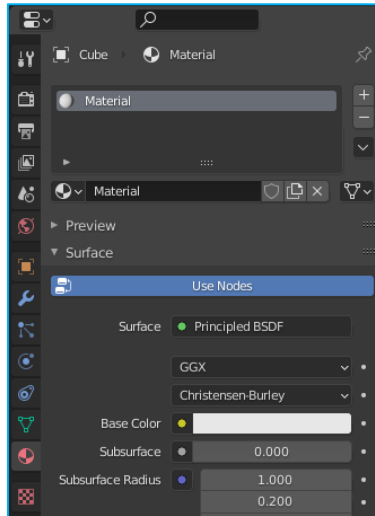


All objects must have the same origin. Select all, right click and select set origin to 3d cursor (you can set the 3d cursor to be at point 0,0,0, by pressing shift + S and selecting cursor to world origin):

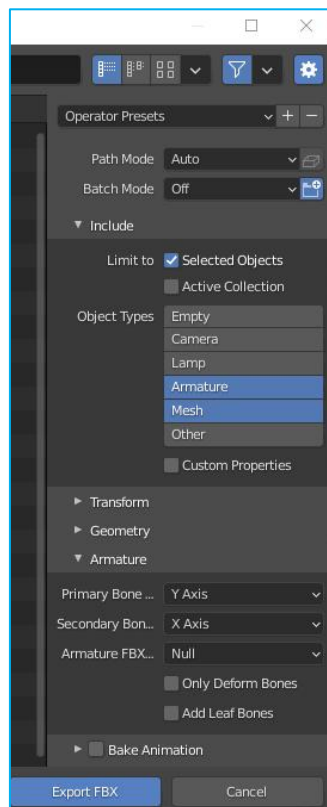


Export custom model from blender to Snowrunner:

Make note of the material names for all parts of your model (everything except cdt meshes needs a material). Here the fewer materials you can have the more optimised your model will be for consoles:



Select all, including the cdt meshes and go to file, export, fbx and make sure your settings are as follows: (closed tabs have no changes from default)



Your exported fbx file should be saved to the following file location within the meshes folder: (See part 2 for file structure)

- a) Truck models: trucks folder
- b) Trailer models: trailers folder
- c) Addon models: vehicle_name_tuning folder or addons folder*

(if you have multiple vehicles as part of the same mod, you put addons that are used for more than one vehicle within the addons folder, otherwise it should go in the corresponding vehicle_name_tuning folder)

Export custom model from blender to Snowrunner:

Part 2: file structure

Your file structure for your mod is required to be as follows:

- mod_name
 - classes
 - customization_presets
 - engines
 - gearboxes
 - suspensions
 - trucks
 - addons
 - trailers
 - vehicle_name_tuning
 - winches
 - meshes
 - trucks
 - addons
 - trailers
 - vehicle_name_tuning
 - textures
 - models
 - trucks
 - ui
 - textures

To get your mod to show up within snowrunner mod manager (proving grounds), you need the above file structure to be within:

Documents\My Games\SnowRunner\Media\Mods

Export custom model from blender to Snowrunner:

Part 3: XML files

For every fbx model, you need a corresponding XML file of the same name. This should be saved in the same folder as the fbx file.

The XML file defines the material properties in game, based on the texture maps (part 4). The XML file should look similar to the following: (material_name_1 etc are the material names from blender in part 1)

```
1 <CombineXMesh>
2   <Material
3     Name="material_name_1"
4     AlbedoMap="trucks/texture_name_d.tga"
5     NormalMap="trucks/texture_name_n_d.tga"
6     ShadingMap="trucks/texture_name_sh_d.tga"
7   />
8   <Material
9     Name="material_name_2"
10    AlbedoMap="trucks/texture_name_2_d.tga"
11    NormalMap="trucks/texture_name_2_n_d.tga"
12    ShadingMap="trucks/texture_name_2_sh_d.tga"
13  />
14 </CombineXMesh>
15
```

Additionally, you will need an fbx file for each addon, within the classes folder. This should look as follows (basic file, with more sections that can be added):

```
1 <TruckAddon>
2   <PhysicsModel Mesh="trucks/mod_scout_tuning/addon_name" >
3     <Body Mass="10">
4       <Constraint Type="Rigid" />
5     </Body>
6   </PhysicsModel>
7   <GameData>
8     CameraPreset="rear"
9     Category="roof"
10    Price="500"
11    UnlockByExploration="false"
12    UnlockByRank="1"
13  >
14    <UiDesc>
15      UiDesc="addon description"
16      UiIcon30x30=""
17      UiIcon40x40=""
18      UiDesc="addon name"
19    />
20    <InstallSocket Offset="(0; 0; 0)" Type="addon_name" />
21  </GameData>
22 </TruckAddon>
23
```

The install socket type needs to match the addon socket name from the main vehicle's fbx file:

```
1 <AddonSockets>
2   <Socket Names="addon_name" Offset="(0; 0; 0)" />
3 </AddonSockets>
4
```

Export custom model from blender to Snowrunner:

Part 4: Texture maps

All files of the maps must be in the tga format. The naming of map files is strictly defined, postfixes in their file names indicate the type of data inside them.

The name of the file is formed according to the following pattern: name__postfix.tga

<i>__postfix</i>	Type of Texture	Parameter in XML
__d	Albedo Map	AlbedoMap
__d_a	Albedo Map + Alpha	AlbedoMap
__n_d	Normal Map	NormalMap
__sh_d	Shading Map	ShadingMap
__em_d	Emissive Map	EmissiveMap

More info on textures can be found here: <https://snowrunner.mod.io/guides/integration-of-trucks-and-addons-part-3>